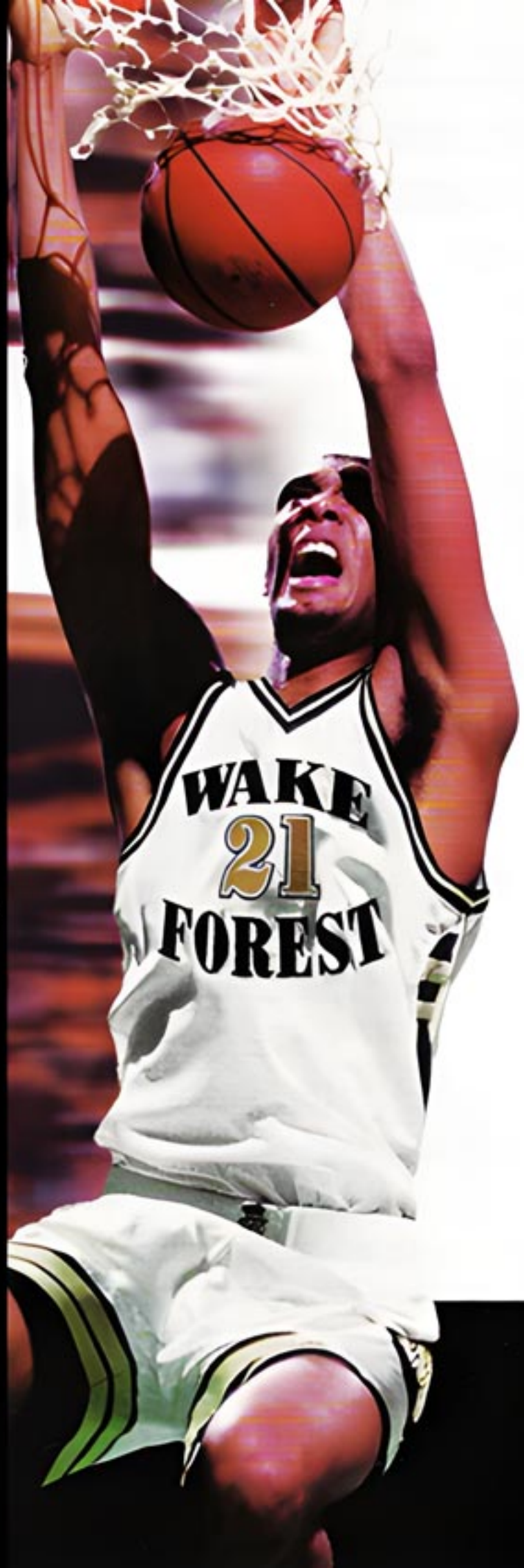
PlayStation

NTSC U/C

PlayStation

EVERYONE

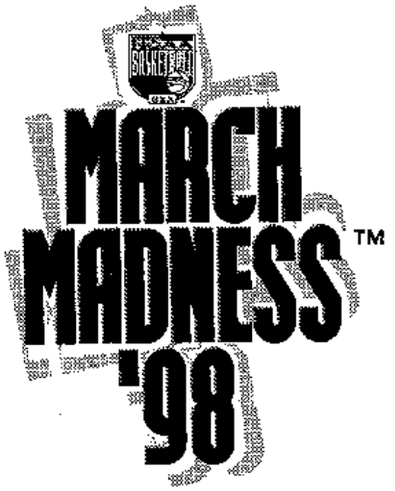
CONTENT RATED BY ESRB




NCAA BASKETBALL USA

# MARCH MADNESS™ '98

EA SPORTS™

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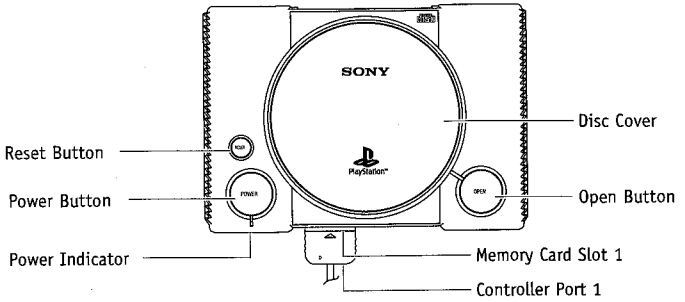
For more info about this and other titles, check out EA SPORTS™ on the web at **www.easports.com.**

# STARTING THE GAME




1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *NCAA® March Madness™ 98* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console.

**NOTE:** When using the Multi-Tap, at least one controller must be connected to port 1-A.

4. To skip through the introductory screens and video, press **START** at each screen. The Main menu appears (➤p. 5).

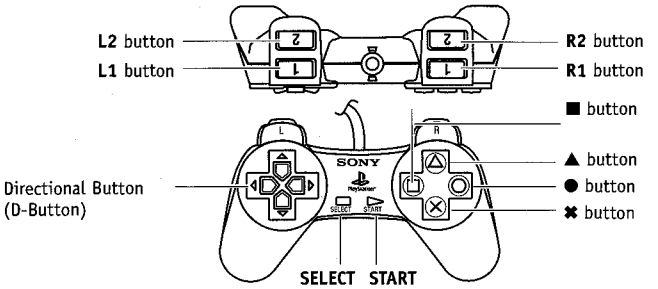
**NOTE:** Never insert or remove a Memory card when saving or loading.

# CONTROL SUMMARY

**NOTE:** The controls listed below are the default controls. For information on selecting different controls, ➤*Control Configuration* on p. 9.








## DEFAULT GAMEPLAY CONTROLS

| ACTION | CONTROL |
|---|---|
| Move player | D-Button |
| Turbo (player runs faster) | **R1** |
| View player info | **L2** |
| Pause game | **START** |

## OFFENSE—WITH THE BALL

| ACTION | CONTROL |
|---|---|
| Shoot | ● (press to jump; release to shoot) |
| Pass | ✖ (D-Button to choose receiver) |
| DirectPass (pass to specific player) | **L1** + ■, ▲, ✖, or ● |
| Call offensive play | **R2** + ■, ▲, ✖, ●, **R1**, **L1**, or **L2** |
| Pivot | ■ (tap to pivot, hold to stop dribble) |
| Pass and pop | ✖ + ● (while the ball is in the air) |
| Give and go | Hold ✖ (release to pass back) |

### OFFENSE—AWAY FROM THE BALL

| | |
|---|---|
| Switch to player closest to ball | ✖ |
| Call for ball | ■ |
| Set screen | ● |
| Jump/rebound | ▲ |

### DEFENSE

| ACTION | CONTROL |
|---|---|
| Switch to player closest to ball | ✖ |
| Attempt a steal | ■ |
| Hold ground (attempt to draw a charge) | ● |
| Jump/block/rebound | ▲ |
| Call defensive play | **R2** + ■, ▲, ✖, ●, **R1**, **L1**, or **L2** |

> To Direct Switch to a specific defender, press **L1** + ■, ▲, ✖, or ●.

### ON-THE-FLY PLAYCALLING

> If you've assigned sets/play from the Coaching screens (➤ p. 15), press **R2** + the appropriate button (■, ▲, ✖, ●, **R1**, **L1**, or **L2**) to call the assigned offensive or defensive play.

## MENU CONTROLS

> You can get Help on the controls for every menu screen by pressing ▲.

| ACTION | CONTROL |
|---|---|
| Highlight menu item | D-Button ↔ |
| Change highlighted menu item | D-Button ↕ |
| Activate highlighted option/go to screen | ✖ |





| | |
|---|---|
| Activate Help screen to view menu controls for current screen | ▲ |
| Return to previous screen (Cancel changes) | ■ |
| Advance to next screen (Accept changes) | ✖ |

# WELCOME TO THE BIG DANCE!

No one plays this game for a paycheck. No one wants to be traded to the other team. They play for the love of the game. In college hoops the only thing that means more than beating your rival is bringing home a win for your school.

Every game is do or die. Every possession is a war. Every fan is a fanatic. When it all blows up in March, the result is pure Madness. *NCAA March Madness 98*.

# SETTING UP THE GAME

## MAIN MENU

Choose your game mode and access rules, settings, and user stats.

| | |
|---|---|
| EXHIBITION | Play a single game between any of the 107 Division I men's teams or any of the nine women's teams. When you select EXHIBITION from the Main menu, the Team Select screen appears. ➤*Team Select Screen* on p. 9. |
| SEASON | Take your team through a full 30-game Season. ➤*Season Play* on p. 19. |
| TOURNEY | Play a new 64 team NCAA Championship March Madness Tournament. ➤*Tourney* on p. 21 |
| USER STATS | View stats for saved user names. ➤*User Stats Screen* on p. 6. |

| | |
|---|---|
| GAME RULES | Set the Rules for the upcoming game. ➤*Game Rules Screen* on p. 7. |
| GAME SETTINGS | Adjust the Settings for the upcoming game. ➤*Game Settings Screen* on p. 8. |

## USER STATS SCREEN

*NCAA March Madness 98* automatically tracks your vital User Stats throughout all game modes. The first time you start any type of game with the USER RECORDS option turned ON (➤*Game Settings Screen* on p. 8), you are prompted to create a name for your User Stats file.

**NOTE:** One free memory block is required to save User Stats. In order to delete files, you must use the PlayStation memory manager.

**NOTE:** User Stats are automatically updated at the end of each game. If you want to continue updating your User Stats, do not remove your Memory Card during the game.

### To create a new User Stats file:

1. Turn the USER RECORDS option in the Game Settings screen to ON (➤*Game Settings Screen* on p. 8).
2. Start any type of game as you normally would (➤*Starting an Exhibition Game* on p. 9). After the Control Select screen, you are prompted to enter a name for your new User Stats file or use an existing User Stats file.

> To cycle through the letters and numbers, press **R2/L2**.

> To move forward one space, D-Button →.

> To move back one space, D-Button ←.

> When finished, press ✖. Your file name is saved.

> To continue using an existing User Stats file, highlight the file you want and press ✖.





## GAME RULES SCREEN

Set custom rules and simulation options.

**NOTE:** Default options are listed in **bold** type in this manual.

| | |
|---|---|
| MODE | Select ARCADE, **SIMULATION**, or CUSTOM rule sets. If you make any changes to the options below, the Mode automatically becomes CUSTOM.<br>ARCADE: Fast-paced hoops with no out-of-bounds calls or foul out.<br>SIMULATION: Absolute realism. Players tire, get injured, and foul out—you must substitute accordingly.<br>CUSTOM: Use current Game Rules screen settings. |
| HALVES | Select half lengths of 2, 5, **10**, 15, or 20 minutes. |
| SUBSTITUTIONS | Select **AUTO** (the computer substitutes for you) or MANUAL. |
| FATIGUE | When **ON**, players tire, and you must substitute accordingly. |
| INJURIES | When Injuries are **ON**, every time a player hits the floor there is a chance he will be injured. |
| FOUL OUT | Set player foul outs **ON** or OFF. In NCAA basketball, players are ejected after their fifth foul. |
| OFF. FOUL FREQUENCY | Set the sensitivity of offensive foul calls. D-Button ↔ to lower/raise the sensitivity. |
| DEF. FOUL FREQUENCY | Set the sensitivity of defensive foul calls. D-Button ↔ to lower/raise the sensitivity. |
| OUT OF BOUNDS | Toggle out of bounds calls **ON**/OFF. |
| BACKCOURT | Toggle "over and back" backcourt calls **ON**/OFF. |
| TRAVELING | Toggle traveling calls **ON**/OFF. |
| GOALTENDING | When **ON**, a defensive player may not interfere with a shot after it starts downward and has not yet touched the rim. |

| | |
|---|---|
| 3 IN THE KEY | When **ON**, it's a violation when offensive players stay in the key for longer than three seconds. The 3-second clock resets when the ball hits the rim or the player leaves the key. |
| 5 SECOND INBOUNDING | When **ON**, you must inbound the ball within 5 seconds. |
| 5 SECOND DRIBBLE | When **ON**, you must dribble or pass within 5 seconds if you are being closely guarded in the forecourt. This rule applies to the full court in women's games. |
| 10 SECOND HALF COURT | When **ON**, you have 10 seconds to advance the ball over the half court line after inbounding in the backcourt. |
| SHOT CLOCK | When **ON**, you have 35 seconds (30 for women's games) per offensive possession to get off a shot. Every time a shot hits the rim or a change of possession occurs, the clock is reset. |
| LEVEL | Select FRESHMAN–SENIOR (easiest–most difficult) skill level. |

## GAME SETTINGS SCREEN

Set sound, display, and competition options.

| | |
|---|---|
| USER RECORDS | When **ON**, vital statistics are tracked and automatically saved after each complete game. |
| MODIFIED ROSTERS | When **ON**, all roster changes are in effect for the upcoming game. |
| SOUND TYPE | Toggle **DOLBY**™ (stereo) or MONO. |
| SOUND FX | Set the volume of game sound effects. |
| ANNOUNCER | Toggle the arena announcer **ON**/OFF. |
| MUSIC | Toggle the music **ON**/OFF. |
| MASTER VOLUME | Set the game volume. |
| SCORE OVERLAY | Toggle continuous score display during gameplay **ON**/OFF. |
| MOMENTUM METER | When **ON** a display of game momentum is shown on the game screen. |





| | |
|---|---|
| AUTO REPLAY | Toggle automatic highlight replays **ON**/OFF. |
| PLAYER ID | Cycle the text that appears below human-controlled players—NONE, POSITION, NUMBER, or **POS and #**. |
| CONTROL CONFIGURATION | Go to the Control Config. screen to choose from four preset controller configurations. |
| | > To select a different configuration, D-Button ↔ then press ✖. Your new configuration is saved and the Game Settings screen reappears. |
| | > To view offensive/defensive controls for the selected configuration, D-Button ↕. |
| VIEW CREDITS | View the game credits. |

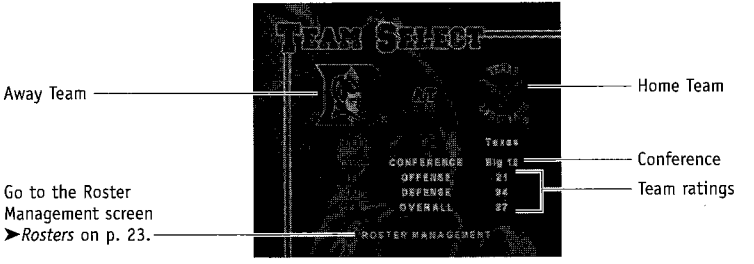
## STARTING AN EXHIBITION GAME

> To access the Team Select screen, select EXHIBITION from the Main menu.

## TEAM SELECT SCREEN

The Exhibition Team Select screen appears before every Exhibition game.

**NOTE:** Games between men's and women's teams are not allowed.



**To select teams for an Exhibition game:**

1. When the Team Select screen appears, the away team is highlighted.
   > To sort by conference or by team ratings, D-Button ↕ to the category you want.
   > To cycle through the men's and women's teams, D-Button ↔.
   > To select the highlighted away team, press ✖. The home team is highlighted.
2. Select your home team. The Control Select screen appears.
   > To go back and change the selected away team, press ■.
   > To select the highlighted home team, press ✖.

## CONTROL SELECT SCREEN

A symbol and numbered tag for every controller plugged into the system appears on this screen. Position the controller symbol under either team or leave it in the middle to select computer control. Up to eight players may play if two Multi-Tap adapters are attached.

> To select the team you control, D-Button ↔ and press ✖. The Pregame Introduction begins.

**NOTE:** If you have User Records set to ON for the first time you are prompted to enter a name for your User Stats file (➤*User Stats Screen* on p. 6).

## PREGAME INTRODUCTION

Before the game, the Pregame Introduction displays the teams and home court, followed by the Starting Matchups and the tip-off.

> To advance through the pregame displays, press ✖.

## THE TIP-OFF

Every game starts with a tip-off between the centers.

> To jump for the tip-off, press ▲ as the ball drops.





# PLAYING THE GAME

A color coded circle appears under the player you control. When you have the ball, the circle is filled; when you don't have the ball, the circle is an outline.

**NOTE:** The default controls are described in this manual. If you choose a custom controller setup, your control buttons will vary.

## OFFENSE

### MOVING WITH AND WITHOUT THE BALL

> To move, D-Button in the direction you want to move. When you release the D-Button, you stop moving but maintain your dribble if you have the ball.
> For a speed burst, hold **R1** while moving.
> To pick up your dribble, hold ■.
> To pivot back and forth (only when you are closely guarded), tap ■.

### PASSING

> To pass to the default receiver in the direction you're facing, press ✖.
> To DirectPass to a specific player, hold **L1**. Control symbols (■, ▲, ✖, or ●) appear over the other four players on your team. While holding **L1**, press the appropriate button to DirectPass to the designated player.
> To retain control of the passer (perfect for give and go plays), hold ✖. When you release ✖, the ball is passed back to you.
> To pass and pop (pass to a receiver who shoots immediately), press ✖ then ● (while the pass is still in the air).

### SHOOTING

> To shoot, press and hold ●. Release the ball at the top of your jump by releasing the button.

**EA TIP** If you press ✖ before you release ●, you can make a mid-air pass.

## REBOUNDING AND TIP-INS

You can crash the boards after a shot. If your player has good position, he automatically tries to tip the ball in the basket when he jumps.

> To jump to grab a rebound or tip the ball in, press ▲.

# DEFENSE

## SWITCHING DEFENDERS

> To switch control to the defender closest to the ball (between the ball and basket), press ✖ without pressing the D-Button.

> To control a specific defender closest to the ball, D-Button in the direction of the defender and press ✖.

> To Direct Switch to a specific defender, press **L1** + ■, ▲, ✖, or ●.

## PLAYING DEFENSE

> To attempt to steal the ball from an opponent, press ■.

> To jump to reject a shot or work the glass, press ▲.

**TIP** To hold your ground, press ●. Your player maintains a defensive stance with his arms to his sides and tries to draw a charge.

# FREE THROWS

Use the Free Throw Meter to aim your shots from the line. The speed of the basketball cursor and the Distance Meter is controlled by the player's free throw rating and the game difficulty mode.

When you step up to the line, the Free Throw Meter appears, and the basketball icon begins to move around the basket.





### To shoot a free throw:

1. To aim your shot, D-Button to keep the ball in the center of the basket, then press ✖. The Distance Meter starts.
2. To set the distance of your shot, press ✖ when the Distance Meter gets to the green line.

**NOTE:** In Senior level, the ball must be centered almost perfectly in the basket to make a free throw.

# PLAYCALLING

The computer automatically calls offensive and defensive plays, but if you want more control, you can choose your own settings and plays.

### To choose plays:

❑ You must choose plays from the Coaching screen in the Pause menu, below, before you can call them in the game.

### To call the currently assigned plays:

> To call the assigned play, **R2** + the assigned button (■, ▲, ✖, ●, **R1**, **L1**, or **L2**).

❑ Follow the diagram steps illustrated in the Coaching screens to execute the play. Computer-controlled players move as outlined on the diagram, but you must control the actions of the ballhandler.

# PAUSE MENU

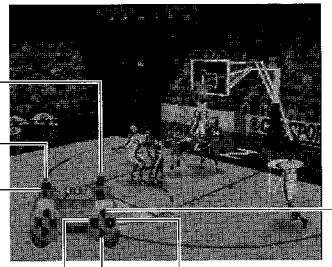
The Pause menu appears whenever you press **START** during the game. When options are dimmed, you cannot select them.

## INSTANT REPLAY

You can replay the last few seconds of action during the game.

> To go to the Replay screen, select INSTANT REPLAY from the Pause menu. A controller icon displaying the replay functions appears.

## PRESET CAMERA REPLAY CONTROLS


R1/R2—Cycle cameras
L2—Display player info
L1—Toggle Free Floating Cam mode/preset cameras
▲—Play reverse
■—Move controller icon
● + D-Button—Move center of Replay screen to lock onto a player
✖—Play forward

> To fast forward/rewind, D-Button ↕.

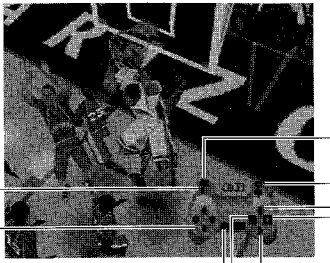
> To advance/rewind one frame at a time D-Button ↔. (Hold for slow motion.)

## MANUAL CAMERA REPLAY CONTROLS

**NOTE:** In order to use fast forward, rewind, and frame-by-frame functions you must use one of the preset cameras.








## COACHING

Set the default offensive and defensive plays and other strategy options.

| | |
|---|---|
| OFFENSE | Set to **AUTO SWITCH** to have the computer call plays, or D-Button ↔ to select a specific set of plays. |
| DEFENSE | Set to **AUTO SWITCH** to have the computer call defensive sets, or D-Button ↔ to select a specific set of plays. |
| CRASH BOARDS | When set to **AUTO**, your team aggressively goes after rebounds. |
| AUTO SUBS | When set to **AUTO**, the computer automatically subs for players who are tired or in foul trouble and manages your time outs. |
| SUB NOTIFICATION | Toggle on-screen notification of player substitutions **ON**/OFF. |
| PLAY NOTIFICATION | When **ON**, an overlay on the game screen lists the play being called. |

OFFENSIVE PLAYS — Go to the Offensive Plays screen to set offensive playcalling options. You can view animated play diagrams and choose the controller button assigned to the play.

> To cycle through versions of each play, D-Button ↔.

> To view details on the highlighted play, press **R1**.

> To assign the highlighted play to a button, press **R2** + ■, ▲, ✖, ●, **R1**, **L1**, or **L2**. An icon for the selected button appears next to the play.

> To call the play during gameplay, press **R2** + the appropriate button.

DEFENSIVE PLAYS — Choose defensive plays in the same manner as offensive plays.

DEFENSIVE MATCH-UPS — Go to the Defensive Match-ups screen to control how your defenders play the offense:

> To cycle the amount of pressure for the highlighted match-up, press ✖.

> To toggle double-teaming YES/NO for the highlighted player, press ✖.

## SUBSTITUTION

You can make player substitutions when the play clock is stopped between periods, by a time out, or by a violation such as a foul or out of bounds. When the clock is not stopped, the SUBSTITUTION option is not available.

### To make a substitution:

1. When the clock is stopped, select SUBSTITUTION from the Pause menu. The Substitution screen appears. The 5 players currently in the game are listed on the screen above the bench players.

> To scroll through player ratings, D-Button ↔.

2. To substitute for the selected player, press ✖. The bench players are highlighted.
3. Select a player then press ✖ to insert that player into the lineup.

> To accept changes and exit, press **START**.





## TIME OUTS

You can pause the game at any time, but you must have possession of the ball to call a time out. Each team gets four full time outs and two 20 second time outs per half. Women's rules allow five full time outs and one 20 second time out per half.

**EA TIP** Full timeouts give players more rest and reset player fatigue levels much more than 20 second timeouts.

### To call a time out:

> Select TIME OUT from the Pause menu. The Timeout screen appears.

> Select FULL T/O or 20 SEC T/O and press ✖. The SUBSTITUTION option becomes available if it was not already.

## GAME STATS

View statistics for the current game.

PLAYER STATS — Go to the Player Stats screen to view player statistics and attributes.

> To toggle stats/attributes, press **L1**/**L2**.

> To cycle the team displayed, press **R1**/**R2**.

TEAM STATS — Go to Team Stats screen to view both teams' statistics for the current game.

USER STATS — Go to User Stats screen to view stats (sorted by controller) for all human players.

SHOT CHART — Go to Shot Display screen to view a graphical display of made and missed shots.

GRAPHS — Go to the Graphs Display screen to view graphical comparisons of team scoring.

> To cycle through graphs, D-Button ↔.

**NOTE:** User Stats accumulate only for user-controlled players.

## GAME OPTIONS SCREEN

Set audio and display options for the current game.

| | |
|---|---|
| SCORE OVERLAY | Toggle the score display **ON**/OFF. |
| MOMENTUM METER | Toggle the visual display of which team has the game momentum **ON**/OFF. |
| AUTO REPLAY | When **ON**, great plays are replayed automatically. |
| PLAYER ID | Cycle through the different types of player identification. |
| AUDIO SETTINGS | Go to the Audio Settings screen to set sound and volume options. |

## CAMERAS

| | |
|---|---|
| CAMERA TYPE | Cycle through the available camera types. |
| CAMERA HEIGHT | Cycle through HIGH, **MED**, and LOW camera angles. |
| DEFAULT | Reset camera options to the defaults. |
| REVERSE | Reverse the current camera angle. |
| KEY ZOOM | When **ON**, the camera zooms in on action in the key. |
| ZOOM | Set the current camera's zoom factor. |

**NOTE:** When you set the Zoom slider to the maximum, the Key Zoom function has no effect.

## EXIT GAME

### During a game:

> To exit the game and return to the Main menu, select EXIT GAME then select ABORT GAME at the confirmation prompt. Your game is not saved.

> To return to the current game, select CANCEL.

### After a game:

> To exit the game and return to the Main menu, select EXIT GAME then select EXIT at the confirmation prompt. Your game is automatically saved.





# SEASON PLAY

**NOTE:** Women's teams can not be used in Season or Tourney mode.

What kind of team have you got this year? This is where you find out. Take your team through an entire 1997–1998 schedule including the *NCAA March Madness* Tournament.

**NOTE:** Season progress is automatically saved at the end of each game, do not remove your Memory Card during the game if you want to save your progress.

**NOTE:** When you start a new Season, any old Season or Tournament files not saved to a different memory card are lost.

**NOTE:** Eight free blocks of memory are required to save a Season. In order to delete files, you must use the PlayStation memory manager.

NEW SEASON — Start a new season with any of the 107 Division I men's teams.

**To start a new season:**

1. Select NEW SEASON from the Season screen. The Team Select screen appears.
2. Select your team and press ✖. You are prompted to name your season file.
3. Create a name for your season file and press ✖. The Season Calendar screen appears. ➤*Season Calendar Screen* on p. 20.

> To cycle through the letters and numbers, press **R2**/**L2**.

> To move forward one space, D-Button →.

> To move back one space, D-Button ←.

LOAD SEASON — Continue a saved Season.

**To load a Season:**

1. Select LOAD SEASON from the Season screen. The Load Season screen appears.
2. Select the season you want and press ✖. Your season is loaded and the Season Calendar screen appears.

CALENDAR — Go to the Season Calendar screen. ➤*Season Calendar Screen* below.

STANDINGS — Check your team's conference record and standings.

> To cycle through conferences, D-Button ↔.

POLLS — Check out the polls and see how your team stacks up nationally.

> To cycle through the different polls, D-Button ↔.

STATS — All Season stats screens function identically to Exhibition mode stats screens. ➤*Game Stats* on p. 17.

ROSTERS — Go to the Roster Manager screen. ➤*Roster Manager Screen* on p. 23.

## SEASON CALENDAR SCREEN

At the Season Calendar screen, you can view match-ups (highlighted in yellow) and select the games you want to play. Games involving your team are shown in green.

> To scroll through calendar dates, D-Button ↔.

> To view match-ups, D-Button ↕.

> To select the match-up you want to play, D-Button ↔ and press ✖. All unplayed games before that date are simulated by the computer, then the Control Select screen appears. Continue as you would for an Exhibition game. ➤*Starting an Exhibition Game* on p. 9.

> To simulate the highlighted game, press ●.

> To skip to your next/previous game, press **R1**/**L1**.





# TOURNEY

Here rankings, hype, and conference championships are meaningless. This is the Big Dance, and you've got your invitation.

**NOTE:** When you start a new Tourney, any old Season or Tourney files not saved to a different memory card are lost.

**NOTE:** Tourney progress is automatically saved at the end of each game, do not remove your Memory Card during the game if you want to save your progress.

**NOTE:** One free block of memory is required to save a Tourney. In order to delete files, you must use the PlayStation memory manager.

NEW TOURNEY — Start a new tournament with any of the 107 Division I men's teams.

**To start a new Tourney:**

1. Select NEW TOURNEY from the Tourney screen. The Team Select screen appears.
2. Select your team and press ✖. The Tournament bracket screen appears.
3. Select the teams for your tournament and press **START**. You are prompted to name your tourney file.
   > To move through the regional brackets, D-Button in any direction.
   > To change the highlighted team, press **L1**/**R1**.
   > To randomly reset the entire bracket, press **L2** + **R2**.
4. Create a name for your Tourney file and press ✖. The Tournament Bracket screen reappears.
   > To cycle through the letters and numbers, press **R2**/**L2**.
   > To move forward one space, D-Button →.
   > To move back one space, D-Button ←.

5. To begin your Tourney, highlight the game you want and press **START**. The Control Select screen appears. Continue as you would for an Exhibition game. ➤*Starting an Exhibition Game* on p. 9.

> To simulate the current round of games, press ● then press ✖ at the confirmation prompt.

LOAD TOURNEY — Continue a saved Tourney.

**To load a Tourney:**

1. Select LOAD TOURNEY from the Tourney screen. The Load Tourney screen appears.
2. Select the tourney you want and press ✖. Your tourney is loaded and the Tournament Bracket screen appears.

TOURNAMENT — Go directly to the Tournament Bracket screen. ➤*Tournament Bracket Screen* below.

USER STATS — All Tournament stats screens function identically to Exhibition mode stats screens. ➤*Game Stats* on p. 17.

ROSTERS — Go to the Roster Manager screen. ➤*Roster Manager Screen* on p. 23.

## TOURNAMENT BRACKET SCREEN

View results and match-ups and choose your next game. When your selected Tourney team loses, the Tourney is over.

> To move through the regional brackets, D-Button in any direction.

> To play the highlighted game, press ✖ or **START**.

> To simulate any unplayed games in the current round, press ● then press ✖ at the confirmation prompt. The games are simulated and the bracket moves one step closer to the final game.

> To return to the Tourney screen, press ■.





# ROSTERS

The success or failure of any team depends on attention to detail. Create players, and save, load, and modify Rosters. In Exhibition games, Rosters can be accessed from the Team Select screen. In Season and Tourney modes, Rosters can be accessed from the main screens.

**NOTE:** Exhibition and Tourney rosters are interchangeable while Season rosters are unique and cannot be used in other game modes.

## ROSTER MANAGER SCREEN

**NOTE:** One free block of memory is required to save a Roster. In order to delete files, you must use the PlayStation memory manager.

**NOTE:** In Season mode, you can not create a player after the season has started.

NEW TEAM ROSTER — Create a new team roster based on the default roster for the selected team.

**To create a new team roster:**

1. Select NEW TEAM ROSTER from the Roster Manager screen. The New Team Roster screen appears.
2. Create a name for your Roster file and press ✖. The Roster screen reappears.

> To cycle through the letters and numbers, press **R2/L2**.

> To move forward one space, D-Button →.

> To move back one space, D-Button ←.

LOAD TEAM ROSTER — Load a saved Roster to use for the current game.

**To load a saved Roster:**

1. Select LOAD TEAM ROSTER from the Roster Manager screen. The Load Roster screen appears.

2. Select the Roster you want to load and press ✖. The Roster is loaded and the Roster Manager screen reappears.

> To cycle through saved Rosters, D-Button ↔.

MODIFY ROSTER

Adjust your starting lineup.

> To delete a player from the Roster, press ● then press ✖ at the confirmation prompt.

> To exit and save changes, press ■.

**To assign a player to a new position:**

1. D-Button ↕ to the player you want to move and press ✖. The player's name is highlighted in green.
2. D-Button ↕ to the new position and press ✖. The player is assigned a new position.

CREATE PLAYER

Create a custom player.

**To create a custom player:**

1. Select CREATE PLAYER from the Roster Manager screen. The Create Player screen appears. ➤*Create Player Screen* below.

## CREATE PLAYER SCREEN

A created player is automatically added to the bench portion of the selected team's roster. Seniors have the most points to distribute as well as the highest capacity in each category—Freshmen have the least points and the lowest capacity.

> D-Button ↕ to highlight a rating category.

> D-Button ↔ to increase/decrease the highlighted rating category.

When done allocating points, press **START** then ✖ at the confirmation prompt. Your created player is added to your roster and the Roster Manager screen reappears.





# CREDITS

### DEVELOPMENT

**Director of Technology and Development:** Gifford Calenda–Georgetown

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### ART

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